

Appl. No. 10/028,014
 Amdt. Dated September 16, 2004
 Reply to Office action of June 23, 2004

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (canceled)
2. (currently amended) The A method according to claim 1 for rendering an image on a display and producing a special effect in the rendered image comprising:
selecting a set of polygon data to which to apply the special effect, the polygon data defining a polygon surface and having a polygon segment;
retaining an eye point δ angle within a vertex data passed to a graphics rendering pipeline, the eye point δ angle being formed with respect to a normal of the polygon surface;
perturbing the eye point δ angle at the polygon fragment; and
incorporating a texel to the perturbed eye point δ angle, the texel having texel coordinates U and V;
 wherein perturbing each the eye point δ angle value comprises multiplying the eye point δ angle by a value N, N being a constant factor modifying magnitude of the special effect, and providing a corresponding offset to each of the texel coordinates texel-coordinate.
3. (currently amended) The method according to claim 1 2 wherein N<1 represents magnification and N>1 represents demagnification ~~the texel coordinates are offset by an eye point angle.~~
4. (currently amended) The method according to claim 3 2 wherein the ~~texel coordinates are offset by~~ is a product of the eye point δ angle and by a ~~the~~ value N.
5. (currently amended) The method according to claim 3 2 wherein ~~accessing~~ retaining the eye point δ angle data for each texel to be produced comprises accessing data for

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selected vertices describing a polygon and ~~further comprising~~ interpolating the eye point δ angle data for each the texel to be produced between texels including said vertices.

6. (currently amended) The method according to claim 5 further comprising resolving ~~an~~ the eye point δ angle into eye point δ angle x in an X-Z plane and eye point δ angle y in a Y-Z plane.

7. (currently amended) The method according to claim ~~5~~ 6 ~~wherein comprising producing magnification for a selected polygon on said display comprises~~ further comprising displaying texels in the selected polygon and selecting texels based on ~~the a~~ a modified U and V mapping derived through using the eye point angles.

8. (canceled)

9. (currently amended) ~~The A~~ A machine-readable medium ~~according to claim 8~~ that provides instructions which, when executed by a processor, cause said processor to perform operations producing a special effect in a computer display comprising:

selecting a set of polygon data to which to apply the special effect, the polygon data defining a polygon surface and having a polygon segment;

retaining an eye point δ angle within a vertex data passed to a graphics rendering pipeline, the eye point δ angle being formed with respect to a normal of the polygon surface;

perturbing the eye point δ angle at the polygon fragment; and

providing a texel to the perturbed eye point δ angle, the texel having texel coordinates U and V;

wherein the instructions causing said processor to perform perturbing comprises instructions which, when executed by a processor, cause said processor to perform operations comprising perturbing each the eye point δ angle value comprises by multiplying the eye point δ angle by a value N, N being a constant factor modifying magnitude of the special effect.

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10. (currently amended) The machine-readable medium according to claim 9 that provides instructions which, when executed by a processor, cause said processor to perform operations comprising accessing data for ~~the a~~ set of vertices describing a ~~polygons~~ polygon and interpolating the eye point δ angle ~~data~~ for ~~each~~ the texel to be produced between texels including said vertices.

11. (currently amended) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform resolving ~~an~~ the eye point δ angle into eye point δ angle x in an X-Z plane and eye point δ angle y in a Y-Z plane.

12. (currently amended) The machine-readable medium according to claim 10 that provides instructions which, when executed by a processor, cause said processor to perform operations comprising producing magnification for a selected area of said display by modifying the ~~U and V~~ texel coordinates by offsetting them with the eye point δ angle x and the eye point δ angle y components.

13. (canceled)

14. (currently amended) ~~The A graphics pipeline according to claim 13~~ converting polygon data to display data comprising a processor to modify texel coordinates according to an eye point δ angle being perturbed at polygon fragments of the polygon data to allow a portion of a rendered image generated from the polygon data to have a special effect applied, the polygon data defining a polygon surface, the eye point δ angle being formed with respect to a normal of the polygon surface;

wherein said processor comprises a multiplier ~~system for establishing relationship~~ projection angle= to multiply N with the eye point δ angle, N being a constant factor modifying magnitude of the special effect value.

15. (currently amended) The graphics pipeline of Claim ~~13~~ 14 further comprising means applying the ~~magnifying~~ special effect only to selected polygons.